Amendments to the Specification:

Please replace page 3, first paragraph with the following amended paragraph:

Image rendering is the conversion of a high-level object-based description into a graphical image for display on some display device. For example, an act of image rendering occurs during the conversion of a mathematical model of a three-dimensional object or scene into a bitmap image. Another example of image rendering is converting an HTML document into an image for display on a computer monitor. Typically, a hardware device referred to as a graphics-rendering engine performs these graphics processing tasks. Graphics-rendering engines typically render scenes into a buffer that is subsequently output to the graphical output device, but it is possible for some rendering-engines to write their two-dimensional output directly to the output device. The graphics-rendering engine interpolates the primitive data to compute the display screen pixels that represent ~~the~~ each primitive, and the R, G and B color values of each pixel.

A1

Please replace page 11, first full paragraph with the following amended paragraph:

FIG. 4 illustrates a block diagram of an embodiment 170 of a zone renderer screen view of color buffer 178 including zones such as 172, geometrical primitives such as 174 and bins such as 176. As previously noted, color and depth buffers are divided into a 2-dimensional array of rectangular zones. During the first pass of the zone rendering process, each screen-space graphics primitive is compared against the array of zones, and commands to render the primitive are replicated into a 'bin list" associated with each intersecting zone. As shown in FIG. 3, render cache 110 is employed to cache intermediate color and depth buffer values. Render cache 110 is logically organized as a two-dimensional cache and of a fixed total size, though has programmable dimensions and depth (bits per pixel) given the total size restriction. In a typical implementation, a 16 KB render cache 110 is split into two 8 KB for color values and 8 KB for depth values. Table 1 describes the possible zone dimensions (in pixels) for a typical implementation:

A2